



Celestial Architects

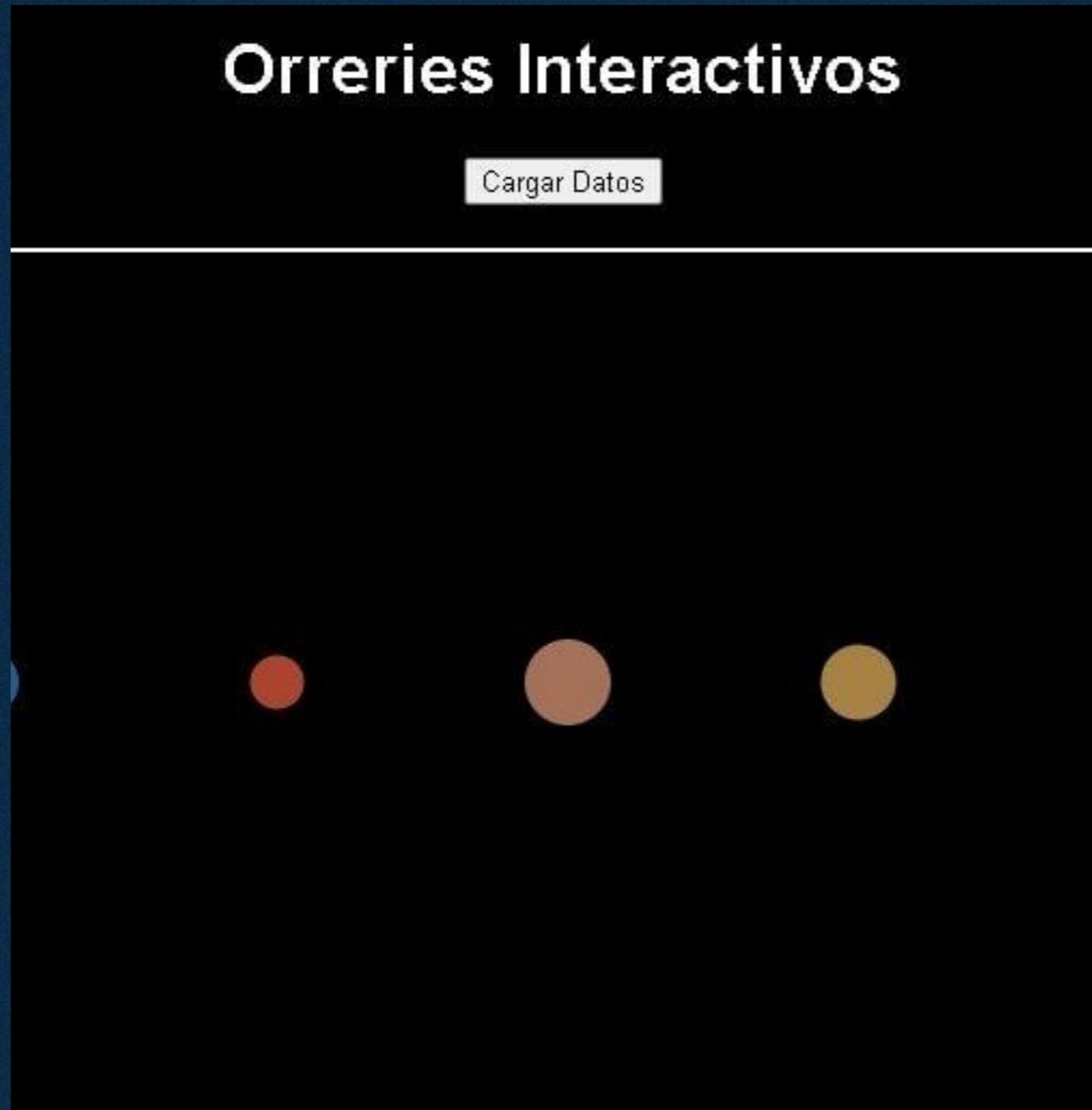
Near-Earth Object Research Project

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Project Objective

To develop an interactive web application that visualizes planets and near-Earth asteroids, using real-time data from NASA's API.

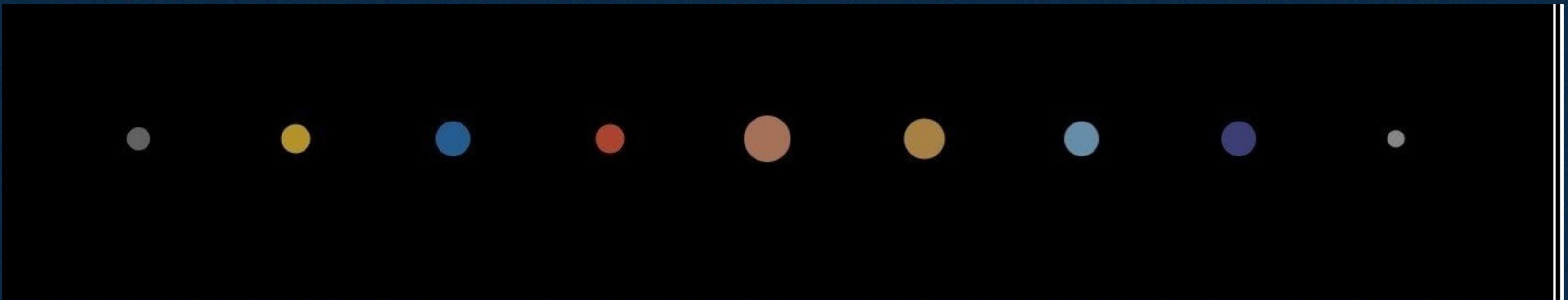


Features

Visualization of Celestial Bodies:
Displays planets of the solar system with unique colors and sizes.

Data Retrieval:
Fetches information on near-Earth asteroids via the NASA API.

Interactivity:
Clickable planets providing additional information about each celestial body.



How It Works

1. User Interaction: Users click the “Load Data” button.
2. Data Retrieval: The application sends a request to NASA’s API.
3. Information Display: Displays asteroid data (name, absolute magnitude).
4. Graphical Representation: Visualizes planets in the orrery.

Technologies Used

Languages:

HTML, CSS, JavaScript

Tools:

NASA API for data access

Code editor (e.g., Visual Studio Code, Notepad++)

Hardware:

Any modern computer with internet access

Future Enhancements

Expand Data Sources:

Include more celestial bodies (comets, dwarf planets).

Improved Interactivity:

Add animations and detailed information pop-ups.

Mobile Optimization:

Ensure the application is responsive on all devices.